

# WARPSTONE

The independent magazine for Warhammer Fantasy Roleplay



## **Pour la Gloire d'Ulric**

**Warhammer Campaign. Published by Jeux Descartes**

**Reviewed by Martin Oliver**

"Pour la Gloire d'Ulric" is the first section of a three part campaign, "La Campagne de L'Architecte des Destinées" (The Architect of Fate campaign, by my rough and ready translation), produced by Jeux Descartes. It's set after the Empire in Flames, so don't even think of getting it before you've finished "The Enemy Within", as it's full of spoilers. PLG is a world-spanning epic, involving the machinations of some of the most sinister elements of the WFRP background, and promising (in part 2) developments which could change the very nature of the WFRP world. It also claims to be useful as a sourcebook, detailing Handrich (God of Trade), a cult of Khaine, rules for naval engagements, and so on.

Unfortunately, it falls short of its promise. The changes brought about after EiF happened too smoothly for my liking. The campaign is self-admittedly linear. Some of the alliances in the background strike me as unlikely or impossible. This campaign opens in 2513 (my TEW campaign is still going in 2514). The material on the Middenheim carnival is a poor substitute for that in "Power Behind the Throne." The Khaine cult is too direct, not subtle nor sinister enough. One vital NPCs is called Percegob Garlic (that's just a bit too tacky...). The GM has to repeatedly "fix" incidents to maintain plot direction; the art is adequate but not inspirational. And so it goes on.

What really griped my players when I showed them this supplement was that they're obliged to take up the pre-generated characters, as these are integral to the plot. Most are interesting and would be fun to play, and it does solve the problem of why the characters are travelling together, but this seems just a bit too dictatorial. Besides, the characters are already well advanced (making this heroic rather than gritty), which won't help players to feel as if they're all that involved with the development of their characters.

Additionally, this whole book seems to be a long introduction. It covers little more than the prequel and a journey to Norsca, where it halts abruptly. As a result, I'd be reluctant to recommend this to anyone until part 2 is out and shown to be worth buying. Another concern is about the way this campaign is going to develop the world. The background for PLG and the developments promised in part 2 are unlikely to fit with other material. For example, Marienberg as described in PLG won't have much in common with the forthcoming Hogshead supplement, and is already incompatible with existing White Dwarf articles.

Complaints aside, there are several nice touches, and I'd gladly adapt sections and fit them into my own campaign. However, if I intended to run it as a campaign in itself, I'd want to rewrite it considerably before letting my players loose on it.